INFINITE GAME MUSIC

Taking it to the next level

Infinite Game Music Vol.2

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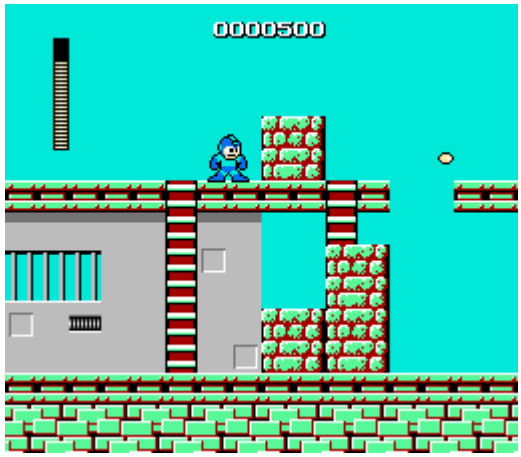
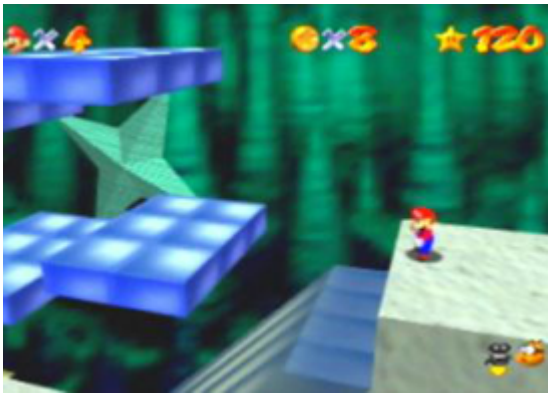
After 100+ hours of hard work with sound editing, graphics and information research here's the result. **Vol.2** features 20 tracks from 7 different game systems and a special standalone chiptune.

High-res versions of the paper covers are included in the album download.

Download Infinite Game Music Vol.2 (34 MB)

1. Mega Man	Cutman
	Step into the action once again, this time with Megaman on the Cutman stage. This fast paced track from 1987 is a good example of how games sounded on the NES at this time. It doesn't make use of any drum samples as games did on the NES later on. Instead it uses the bass in a very efficient way to give the feeling of a drum beat. A fantastic anime tune! © Capcom **Sample**

2. Mario 64	Koopa's Road



Mario 64 immediately became a masterpiece as it was released on the Nintendo 64. It introduced Mario to a 3D Koopa universe filled with adventurous tasks to solve.

This tune is from Koopa's Road, the boss stage. Notice how the main instrument has a small echo that gives the impression of being in a very large tunnel or cave. It gives a feeling of being on a magnificent task.

Also, the tune is a bit similar to some tunes of another great game, Zelda Ocarina of Time.

A superb arrangement by the one and only Koji Kondo.

© Nintendo

Sample

3. The Great Giana Sisters

Giana Sisters Remix

This tune is a cover of the Giana Sisters theme, originally composed by the legendary **Chris Huelsbeck** for the Commodore 64 (C64).

Niclas Svensrud, the author of this remake uses the NES instead of the C64. One thing you will notice is how beatifully arpeggios are used in the background. It's far more common for Commodore tunes to sound like this. Listen carefully to the middle of the tune and you'll see what I mean.

The result is nothing but superb. It sounds like a C64 **and** a NES playing simultaneously. Genius!

© Chris Huelsbeck / Niclas Svensrud

Sample

4. Turtles In Time

Wild Wild West

[Will be updated soon].

© Konami

Sample

5. Turtles In Time

Boss Stage

Like many other tunes in a Turtles soundtrack, you will notice how each instrument really stands out. The drum loops, the bass, the orchestral beats and everything else feels very alive.

A short but very intensive track that really kicks ass and fits perfectly for fighting bosses!

© Konami

Sample

6. Area 88

Forest Fortress

This tune takes you through an entire forest with hords of enemies. At the end of the stage you confront a tremendous fortress that takes hundreds of shots to defeat.

A very neat track from Area 88 that works well to stress down from the previous Turtle boss track.

© Capcom

Sample

7. Area 88

Quartermaster Corps

Quartermaster Corps is a bonus stage where you can earn money to upgrade your plane and buy more spectacular weapons.

I like the rythm in this tune. It plays at a good speed, still it's very relaxed. It fits this bonus stage very well.

© Capcom

Sample

8. Green Beret

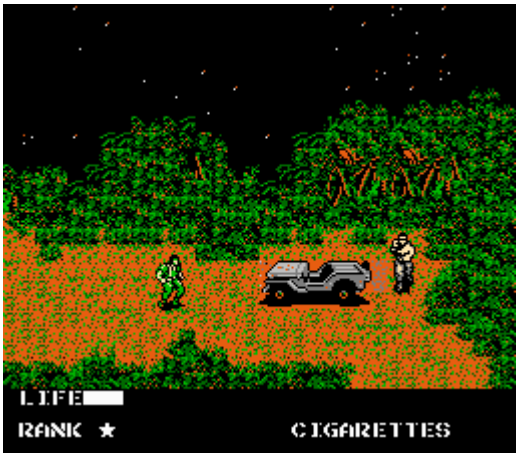
Main Theme

In Green Beret you take on the role of a one-man-army equipped with nothing but a knife. You'll fight hundreds and hundreds of enemies with your bare hands. As you can see from the screenshot, nukes are ready to be launched at any time so hurry up!

This tune sound a lot like music composed by **Jean Michel Jarre**. In fact, many tunes on the C64 did sound that way. I guess Jarre was an inspiration to many musicians in the 80's.

© Martin Galway/Konami

	Sample

9. Metal Gear	Stage 1
	The first track of the first Tactical Espionage Action game, Metal Gear! A solid tune with a heavy bass that is perfect for the first outdoor stage. Observe how this tune also uses the bass to give the impression of a drum beat. The only drum used in the track is otherwise a small snare drum. A very cool espionage track that should make you wanna be like Snake! © Konami **Sample**

10. Robowarrior	Stage 1
	This tune is a special one. Somehow it sounds like a track from a Megaman game. It also reminds me of old anime series, for example **Astro Boy**. Either way, it's a very nice melancholic track that should bring back childhood memories to many of you. Check out the stairs in the middle of the screenshot. Borrowed from The Legend of Zelda I presume :) © Hudson Soft **Sample**

11. Metroid Fusion	Sector 1 (SRX)
	A soundtrack like this turns small 2D games for the Gameboy Advanced into much greater adventures. The music of the SRX Sector sounds like a mix of Metal Gear Solid and Metroid Prime. It's hi-tech action mixed with stealth in a very cool way. The drum loops in this tune are flawless. © Nintedo **Sample**

12. Final Fantasy 6	The Decisive Battle
	You should expect no less than this from Nobuo Uematsu, the composer of many fantastic soundtracks in the Final Fantasy series. This gentleman just has to be one of the greatest composers of our time. It's incredible how a tune for an old machine such as the Super Nintendo may sound so good. The graphics in this game are very nice. The music, it's timeless. (c) Square Enix

© Sunsoft

Sample

13. Contra

Stage 1

These guys have more muscles than Arnold and Stallone together. They carry enormous machine guns and of course, they wear cool bandanas. From the minute they arrive to this remote island it's non-stop action until the very last minute.

This track adds a lot of atmosphere to the game and puts you immediately in the mood for kicking some alien butt.

Did you know that this game featured **bullet time** (gameplay in slow motion) decades before Max Payne did? It wasn't intentional though. The slowdown simply ocurred because it was too much going on the screen for the old NES to handle.

© Konami

Sample

14. Contra Spirits

Stage 4

Here's more of everything in the Contra series. More graphics, more enemies, more weapons and of course, more superb action music!

© Konami

Sample

15. Solomon's Key

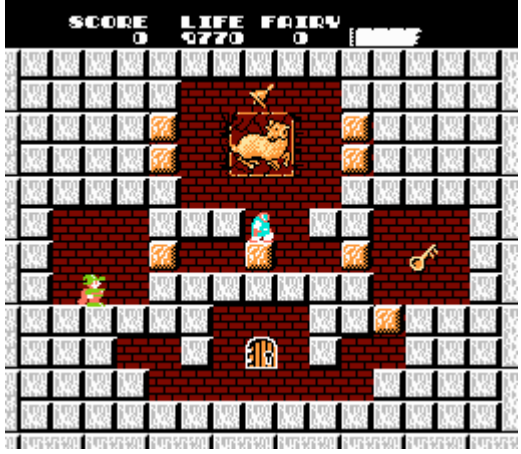
Main Theme

This is a fantastic mystical oriental tune. The comp is great and the main melody is complex and beatifully performed. The percussion is simple but still very effective. I think it would sound amazing being played on the piano.

It's interesting that Tecmo once made these cute puzzle games and years later they made **cute digital girls** instead, he he.

© Tecmo

Sample



16. Shadow of the Ninja

[Track x]

This is a heavier tune for the NES and it rocks! It's engaging, varied and is performed in a neat anime style. Listen to the "disted guitar" at the beginning, it immediately turns on the action. Also note how it speeds up at the end of the tune then seamlessly starting over again. Very cool.

© Natsume

Sample

17. Princess Tomato in Salad Kingdom

[Track x]

Here is a cute little track from Princess Tomato for the NES. It's short, a litte jazzy and works very well as a transition to the next tune...

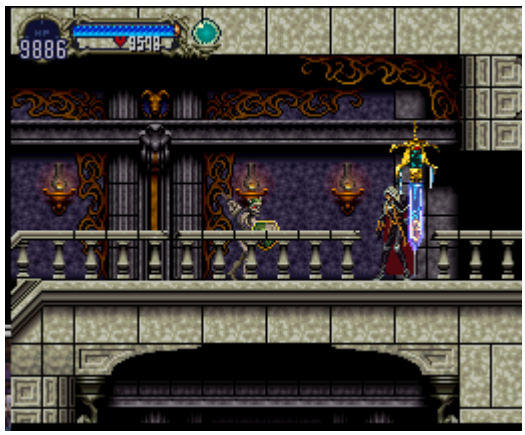
I like the idea of having an transition track as **Tool** had the tune "Intermission" on the **Aenima** album.

© Hudson Soft

Sample

18. Castlevania - Symphony of the Night

Marble Gallery



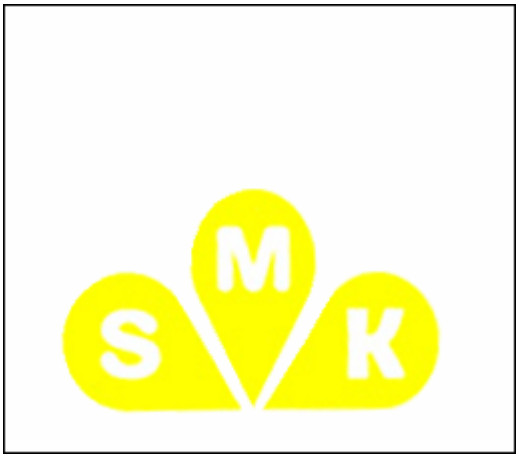
The soundtrack from Symphony of the Night is written by the female composer Michiru Yamane. She does a fantastic job and this is in my opinion one of the absolute best soundtracks in video game history.

I totally love this tune. It's written for the Playstation, a system with sound capabilities far beyond the 8-bit systems. Still, it sounds like true video game music. It's a little bit sad that very few modern games feature catchy tunes. Marble Gallery is an excellent example of how it's possible to make an epic tune with a lot of atmosphere and still make it sound like a game tune. A true masterpiece.

© Konami

	Sample

19. Treasure Master	[Track x]
	I've been listening to this tune for many years. It wasn't until rencently I found out that this game was backed up with a huge contest in America. You can read the **Treasure Master manual** to find out more. The tune is written by Tim Follin, composer of several tracks for the C64. It's a happy tune that makes good use of all the capabilities of the NES. The graphics of this game are very generic but the soundtrack is not. © American Softworks **Sample**

20. Slagsmålsklubben	Fox Goes To Japan In Order To Meet Other Ninja Foxes In The Tribe Of Hokkaido
	**Slagsmålsklubben** is a crazy Swedish band that make thier instruments sound like the NES. Fox Goes To Japan... from their first album is a nice little melody to listen to in front of your fireplace. © Slagsmålsklubben **Sample**